TIBURVILLE™

EVERYONE 10+

T™

10+

CONTENT RATED BY ESRB

LUCASARTS™

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

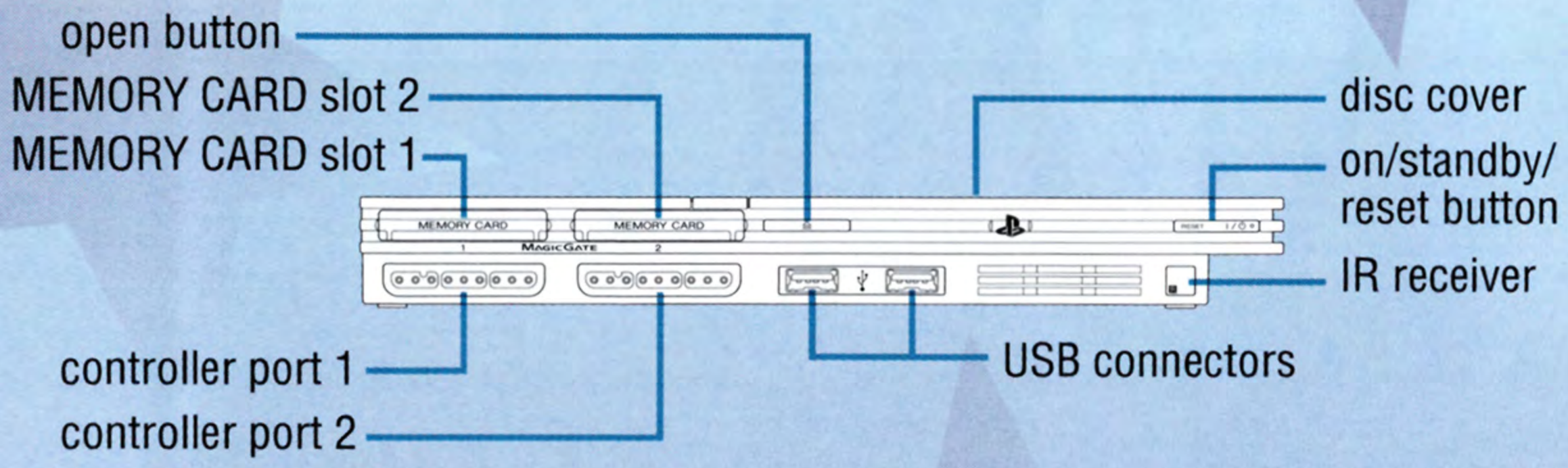
WELCOME TO THRILLVILLE™

DESTINATIONS:

2		**Getting Started**
3		**Starting Up**
5		**Welcome To Thrillville**
6		**Cruise Your Park**
7		**Have Some Fun!**
12		**Park Menu**
12		Missions
13		Manage
18		Build
22		Inventory
23		Map
25		**Mini-Games**
27		**Credits**
31		**Software License and Limited Warranty**

THRILLVILLE

GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the **THRILLVILLE™** disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

When you turn on the game, you will see the Main Menu, where you are given six choices:

New Game Create your own ultimate theme park (see page 6).

Load Game Load previously saved data and continue.

Party Play Jump into the action with 1-4 player mini-games (see page 24).

Tourney Mode Set up a multiplayer mini-game tournament (see page 24).

Blueprints View all of the custom coasters and tracks you have created, or build some more.

Options Change various sound and graphic options, or view unlocked cut scenes.

NOTE: From here on out, when this manual says "select" it means to use the left analog stick or directional buttons to select an option from a menu of choices, then press the ⊗ button to confirm. Pressing the △ button will generally cancel what you are doing and take you back a step.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

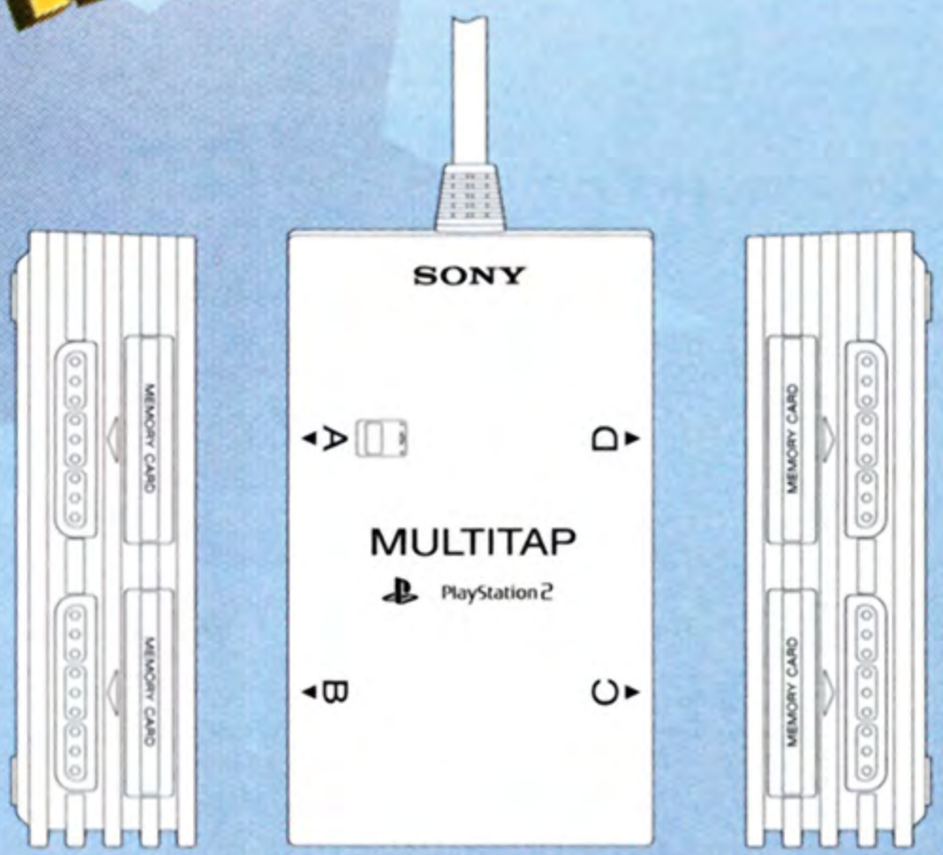
These are the basic controls used for moving around the park. The controls will change depending on whether you are placing a ride, building a coaster, or doing other things. Refer to the different sections of this manual for detailed controls for different actions.

NAVIGATING THROUGH YOUR PARK:

LEFT ANALOG STICK	move character or cursor in menus
DIRECTIONAL BUTTONS	move character or cursor in menus
RIGHT ANALOG STICK	camera control
⊗ BUTTON	confirm, select options presented on screen
◉ BUTTON	sprint (while moving)
△ BUTTON	cancel, talk to nearby guest
▣ BUTTON	bring up Park Menu (see page 12)
START BUTTON	pause game and bring up Pause Menu
SELECT BUTTON	bring up Park Menu (see page 12)
R1 BUTTON	look camera (hold the R1 button and use the left analog stick to check out your surroundings)

THRILLVILLE

STARTING UP



PLAY WITH 3 OR 4 PLAYERS

The main, park-building game in Thrillville is for one player only, but Party Play and Tourney Mode were made for multiplayer and can be played by one to four players. If you will be playing with three or four players, insert a Multitap (for PlayStation®2) into controller port 1. Insert up to 4 controllers into the Multitap (for PlayStation®2).

SAVING YOUR GAME

While building your park, you can save your progress to a memory card (8mb)(for PlayStation®2) by pressing the START button. When the Pause Menu appears, select "Save". If you are involved in an activity like a mini-game, you will have to press the START button, then select "Exit Minigame" to return to controlling your main character. Then you will be able to save your game as noted above.

LOADING A SAVED GAME

From the Main Menu, select "Load Game" to load your game data and continue from where you left off. If you have more than one park unlocked, you can choose which park to enter.

TUTORIALS

As soon as you arrive in your park, you'll see five tutorial stations– colored columns of light that you can walk up to and touch or press the ⊗ button to begin helpful tutorials. Mortimer will guide you step-by-step through your first few missions, and show you how things work in your new park. Each tutorial is color coded to match the different types of missions on your Missions screen (see page 12).

WELCOME TO THRILLVILLE

YOUR ALL-ACCESS PASS TO ADVENTURE!

Your funky Uncle Mortimer is so impressed with your coaster designs (and so toasted after a workshop accident) that he's put you in charge of Thrillville, his latest, greatest theme park. Sweet.

Now it's up to you to prove that you've got what it takes to design and run the hottest vacation destinations. You decide what new rides to construct, what food to serve, and what types of guests to attract. It's all up to you. And the best part is that you're not stuck in some lame manager's office underground – you're right in the middle of the action! Try out all your rides! Take on some awesome challenges. Talk to your guests and find out what they think of your spread. Make friends. Make changes. It's your park. Live large.

STEP INTO A NONSTOP PARTY IN MEGA-THEME PARKS YOU CREATE!

Customize your parks, interact with guests, and build and ride your own roller coasters and other rides. Race on go-kart tracks YOU construct, play mini-golf on courses YOU design, and much, much more! Join your friends for multi-player party games, from bumper cars to arcade games. You can also tour your parks on foot, chatting with all your guests to help them out and make sure they're enjoying themselves.

Build, manage, customize and socialize your way through five different theme parks YOU create. Intuitive, easy-to-use tools allow you to create dozens of ride types, including wooden, corkscrew and inverted roller coasters, merry-go-rounds, trams and all your favorite carnival rides.

The mini-games you install are more than simple props for your parks – you can actually play them! Take on your buds in bumper cars, saucer soccer matches, remote-control car races, shooting galleries, custom mini-golf courses, rhythm challenges, arcade-style shoot-'em-ups, and many more!

Chat and build friendships with any of your guests. You might even flirt with cute ones. Address their unique concerns about your parks, or even help a guest impress their crush. Listen to what your guests really want and make your parks into the coolest party spots around!

CRUISE YOUR PARK

GET IN CHARACTER

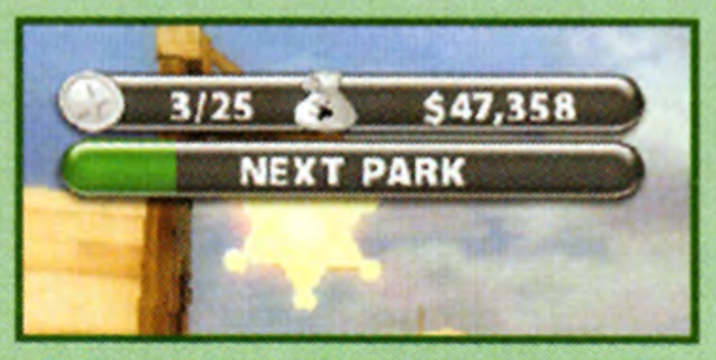
If you select New Game, you will see a message from Uncle Mortimer, then you can choose a character to play. Press left/right on the left analog stick or directional buttons to rotate the selection wheel and press the ⊗ button to select a character. Press the ⊗ button again to go directly to your park, or press the ▢ button to further customize your character. You can customize various head styles, clothing and color options. If you're going to run the hottest park around, you should look the part! You can press left/right on the right analog stick to rotate your character for a better view.

Press the ▢ button to edit your character's name. On the name entry screen, select letters by pressing the directional buttons to highlight, then the ⊗ button to enter. Press the ▢ button to delete a letter, the ◎ button to finish name entry, or the △ button to cancel. When you're done editing your character, press the ◎ button to save your character and begin the game.

As soon as you start a new game you'll see a brief cinema, then you'll be dropped right into the middle of your main park. Try the controls to get yourself moving around.

NOTE: Park Structure – Each park is made up of one large property divided into three smaller themed sections. You will start your game in Thrillville's superhero themed Superville, and can stroll from there into the sci-fi sector of Lunarville and the fantasy realm of Ogreville. If you get lost, refer to the map in the Park Menu (see page 12). As you progress in the game, you will open up new parks.

SCREEN DISPLAY



You may notice a small window that is shown in the upper left corner of your screen any time you're in your park. This displays the number of missions you've completed, the amount of cash on hand, and how close you are to unlocking the next park.

HAVE SOME FUN!

TRY THE RIDES!

One of the best things about owning your own park is that you can hit all the rides – for free! Walk up to any ride in your park and press the ⊗ button when its name appears to jump on. The default view is Head Look Camera, in which you can use the left analog stick to look around and the ▣ button to change the viewing seat. Press the ◉ button to toggle between Head Look Camera, Watch Camera, (press the ▣ button to change which car to watch) Seat Camera, (press the ▣ button to change the viewing seat) and Cinematic Camera. Different rides will have different view options. You can press the ⊗ button while on some rides to raise your arms and make some noise! Whoohooo! Press the △ button to exit the ride at any time.

Game attractions like mini-golf courses and shooting galleries can also be walked up to and played by pressing the ⊗ button. You can purchase a hat or a balloon from a stall by pressing the ⊗ button, or slake your thirst or hunger at a food or drink stand. As you approach an attraction, you have the option to press the ▣ button to Edit it (see "Inventory" on page 22).

BUILD A RIDE!

What could be better than trying a ride? How about building your own?! If you approach an open area (called a "Build Zone") of your park, a notice will appear at the bottom of your screen. Press the ⊗ button to construct a new attraction. In most areas, you will have three available options:

Carnival Rides — Self-contained pre-built rides like ferris wheels

Games — Attractions like mini-golf or shooting galleries

Stalls — Locations offering food, drinks, souvenirs, and restrooms

In special locations, you will be able to build tracked rides and rollercoasters.

Hint: look for the giant signs that say "Coaster"!

(See "Build" on page 18 for information about building rides and coasters.)

ON A MISSION

As you manage your park, "New Mission" pop-ups will appear to let you know that Mortimer has a task that he'd like you to do. Missions are great ways to learn about your park, score cash, and unlock other missions. When you see a New Mission pop-up, press the ■ button to go to the Missions Screen (see page 12). Press the △ button to close the Mission pop-up window.

When you enter the park for the first time, you'll see several colored light columns – check out each one to get your first taste of missions!

HAVE SOME FUN!

CHAT IT UP!

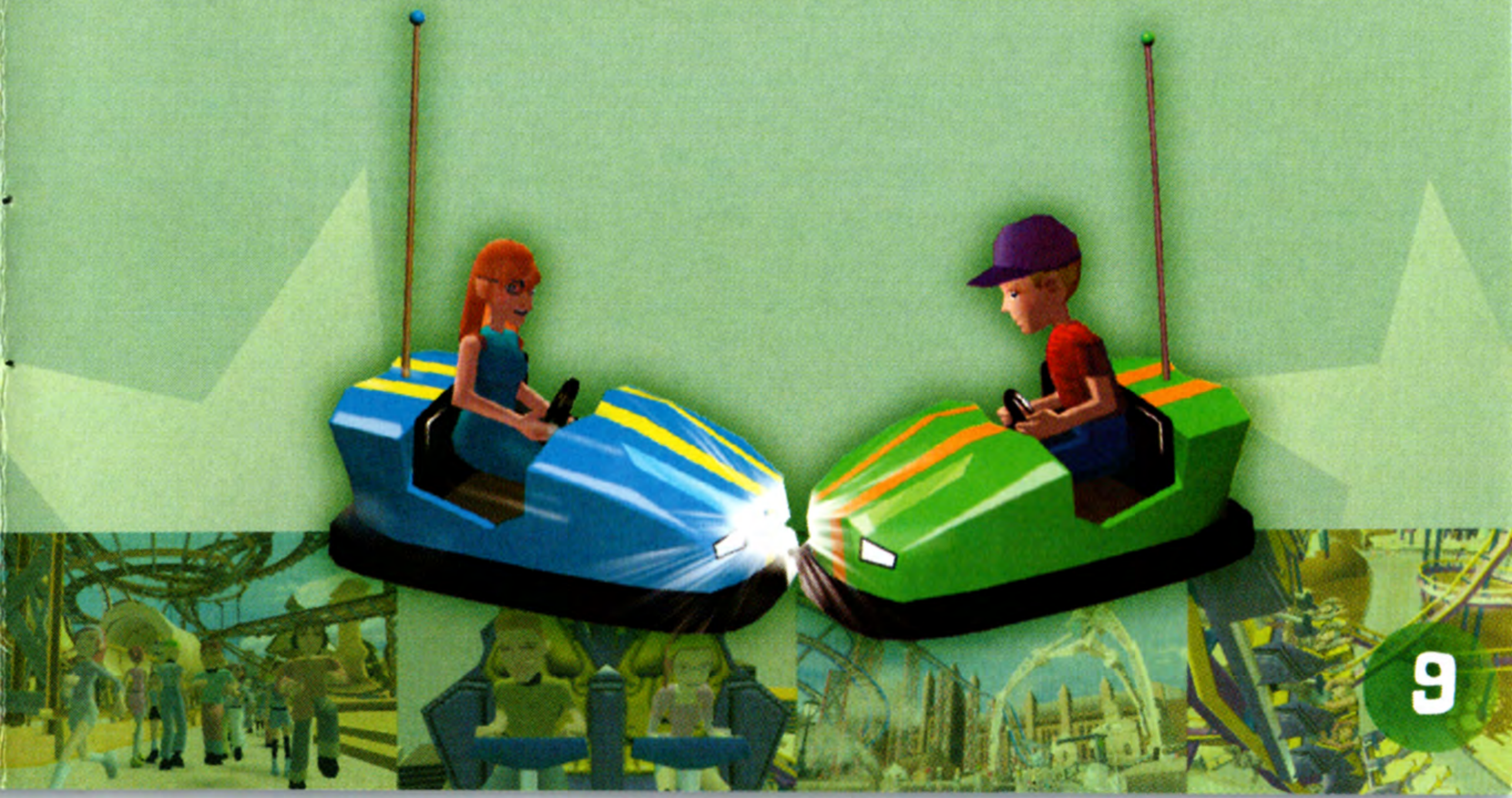
Walk up to one of your guests and press the △ button.

A spinning green arrow will appear above that guest's head. If you're talking to a guest who is part of a group, you can press left/right on the left analog stick or directional buttons to scroll through guests in the group. The Basic Stats feedback panel that appears will show the highlighted guest's name, happiness level, and their top issues. The Happiness meter will be filled and green if that guest is happy, and will empty, turning yellow or red if they get upset.

Press the ▣ button to show (or hide) the Detailed Stats display, which shows the guest's Emotional issues (like loneliness and boredom) and Physical issues (like hunger and thirst) as well as their Thrill and Skill ranges. If an issues meter is empty or green it means that guest is OK in that department. As a specific issue increases, that meter will fill and change color. For instance, if a guest can't find food, their Hunger meter will fill, turning from green to yellow to red. If you're seeing red, that guest is in trouble!

This is one way to get quick feedback about how smoothly your park is running. Pay attention! If you can meet the needs and interests of your guests, you've got amusement gold!

NOTE: Certain things make your guests happy, like clean parks and adequate facilities. Other things can make your guests upset, like hunger, messy areas, and unsatisfied needs. Keep these things in mind as you design your park.



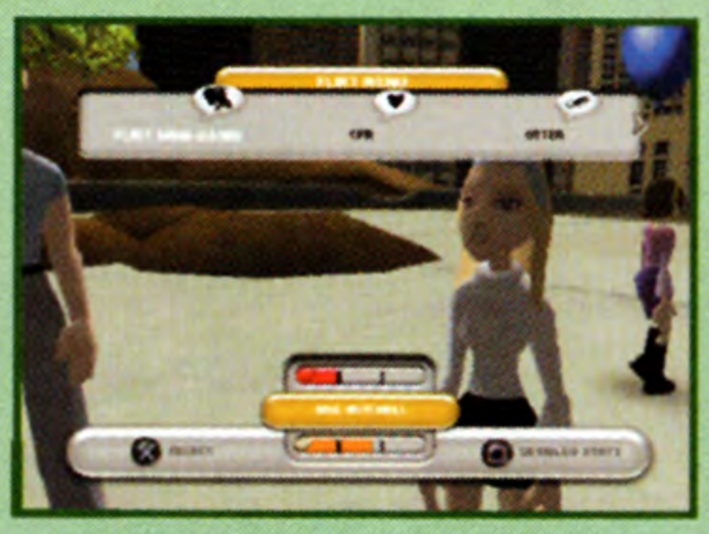
HAVE SOME FUN!

While a guest is highlighted, press the ⊗ button to begin a conversation. Your first options appear in a bar at the top of the screen and consist of greetings such as "Hello", "Handshake" or "Hug". Press left/right on the left analog stick or directional buttons to select one of these, then press the ⊗ button. Continue to press the ⊗ button after each response. Conversation topics like "About the Park" "Chat", or "Challenge" will then appear. Select a topic, then one of the comments that follow. Press the L1 button to select the leftmost item or the R1 button to select the rightmost item. Press the ⊗ button to keep the conversation going and to bring up new comments (you may have to scroll to see them all). Select different comments to ask for that guest's opinion about your park, compliment them, or share an interesting fact. Different comments will appear depending on your selections.

You will notice a Friendship meter at the lower center of the screen. If you're nice to your guests and chat about things they're interested in, the Friendship meter will grow. It may shrink if you're lacking in people skills. If their Friendship meter fills up enough, the words "Friends", and then "Good Friends" will appear – and you can never have enough friends! Making more friends will increase happiness throughout your park, gradually improving everyone's attitude. If your line of conversation is boring someone, press the △ button to exit the current menu and select a new topic. While you are chatting with a guest you can press the □ button to bring up their feedback panels. You can press the △ button at any time to exit a topic and again to end a conversation.

SPECIAL TOPICS:

Flirt: (For teens only.) If you strike up a conversation with a guest of the opposite sex, you might be able to Flirt by selecting comments under the main "Flirt" chat topic. If you're making progress, you'll see a new Attraction meter appear above the character's name. Fill the Attraction meter to become a "Love Interest" or even "Sweethearts"!



HAVE SOME FUN!

Flirt Mini-Game: If "Flirt Mini-Game" appears as a chat option, you can select it to try to increase the Attraction meter. Different colored icons will rotate around your cupid. Press left/right on the left analog stick or directional buttons to rotate cupid and press the ⊗ button to fire an arrow. Target rotating icons that match the ones the guest is thinking about on the right. Match both color and icon to increase the Attraction meter by three hearts, but getting just the color or just the icon right is not bad either. If you miss or hit a topic your guest isn't thinking of, the Attraction meter will decrease. Score a few direct hits and make a real connection!

Matchmake: If you select "Matchmake" while chatting and the guest is willing, you will take temporary control of that guest character, giving them the chance to make friends and flirt with other guests. Love is in the air! Press the ▣ button to return to controlling your main character.

Challenge: Select the "Challenge" topic during a conversation to invite that guest to a one-on-one mini-game challenge! If they accept your challenge, choose from a selection of mini-games. Press the ◉ button to see the controls before you begin, then it's on! At the end of a challenge, you can Restart the mini-game or Quit. You may fulfill the guest's need for challenge or just make a friend. See page 24 for more information about mini-games.

PAUSE MENU

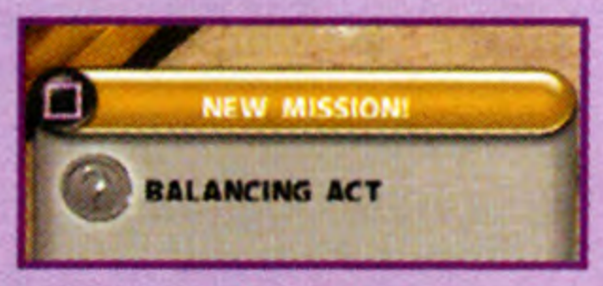
Press the START button at any time to pause the game and display the Pause Menu. If you pause while controlling your main character, the Pause Menu will show Options, Save, Park Select (if you've opened at least one new park) and Exit to Main Menu. Be sure to exit only if you've saved your game, or you will lose your progress. If you pause while playing a mini-game, the Pause Menu will show Exit Minigame, Controls, (to review the mini-game controls) and Options.

THRILLVILLE

PARK MENU

Press the ■ button or SELECT button while controlling your main character in your park to bring up the Park Menu, which has five sections:

MISSIONS



Highlight the Missions token icon in the Park Menu and press the ⊗ button to bring up the Missions Screen. You can also reach the Missions screen by pressing the ■ button while viewing a "New Mission" pop-up screen.

Missions are various tasks Mortimer has dreamed up for you to do. Each park will have a certain number of missions to try. Missions are broken down into different types: Build, Games, Guest, Upkeep, and Business – each with its own colored Progress meter. Select one of the mission types and press the ⊗ button to see the available missions. Missions that have not yet been unlocked will show a lock icon. Highlight a mission to view a description and requirements. Press the ⊗ button to select a mission. Selecting some missions will transport you directly to where you need to be to complete that mission. Other missions can be selected, but you will need to decide where and how to pull them off. Completed missions will show a token icon. Some missions can be completed to bronze, silver, and gold levels, depending on how well you perform. Other missions award only a gold token, indicating that they are completed. You can go back to some missions you've completed to get higher scores. The Mission screen also shows the number of unfinished missions, and the number of gold, silver, and bronze tokens you've earned.

Completing missions will often open up new missions. Each mission you complete will also provide you with extra cash (the amount will appear in the mission description). A Park Completion meter is shown below the mission types. If you fill this meter by completing a certain number of missions, you will unlock a new park. If you do, you'll see a "Park Completed!" pop-up and you will be able to go to a new park. Don't worry, you will still be able to visit and build in your existing parks. While you're in your park, press the START button to access the Pause Menu and go to "Park Select" to choose which park you'd like to go to. Select a park from the rotating menu.

You don't have to complete every mission to fill the Park Completion meter, so you can choose which missions to take on. Completing missions is a great way to learn how your park operates, and as you progress you'll open up new parks, new rides, and new opportunities!

If you see a character with a rotating colored token above their head, they are involved in one of your missions. Speak to them for a challenge or opportunity.

PARK MENU

MANAGE

Highlight the MANAGE ticket icon to enter the Manage menu, where you can find out all sorts of cool information and decide how you run your park. There are several options to choose from here:

OVERVIEW: This screen shows the average guest stats – Happiness, Hunger, Thirst, Nausea, Bladder, and Boredom. These are handy indicators to help you decide what your park needs: If the Hunger meter is in the red, build some food stalls. If Nausea is a problem, add some gentle rides and restrooms. If guests are bored with your rides, install some new ones or increase your research budget to come up with fresh attractions.

Also displayed are your Cash, the year and date (in Thrillville time), Park Value, Guests in park, Number of Rides, Number of Stalls, Number of Staff, and Broken Rides. A Park Completion meter is shown at the lower right. The Park Completion meter is filled as you complete missions. When the Park Completion meter is completely filled, a new park will be unlocked so you can expand your entertainment empire.

Press the ◉ button for another overview screen showing average park stats, such as Thrill, Skill, Nausea, Cleanliness, and Reliability meters. Also shown are the number of Carnival Rides, Coasters, Race Tracks, Games, Food/Drink Stalls, and Gift Stalls, and how many Friends, Good Friends, Love Interests, and Sweethearts you have made. Make tons of friends, and you'll give your park a Happiness Boost!

PARK MENU

FINANCE: The first screen, "Finance: Loans", shows year and date, Cash available, Park Value, and any current loan taken out to finance the park. Press left/right on the left analog stick or directional buttons to decrease or increase the current loan, then press the ⊗ button to update the amount. Increasing the loan amount will make more money available for building your park, but gives you another bill to pay. Payment of interest on a loan will be calculated along with other monthly expenses.

Press the ◉ button to show the next screen, "Finance", which displays a month-by-month total of expenses (in red) and revenues (in green), consisting of construction costs, running costs, stall stock, staff wages, marketing, research, loan interest, ride tickets, stall sales, and prize money. A total profit or loss is shown for each month, letting you know exactly how well your park is doing financially. Press left/right on the left analog stick or directional buttons to change the month displayed.

Press the ◉ button again for a third screen, "Finance: Profits", which shows how much money you've made on each type of attraction. You're a financial genius!

DEMOGRAPHICS: Shows a detailed breakdown of ages and information about your guests, including how much money they have and how much they're spending in your park. The Demographics: Basic screen shows a pie chart with the proportion of children, teens and adults. Figures are displayed for the current and total number of guests, as well as an average of how much money your guests have coming into the park and how much they are leaving with. Press the ◉ button to see the Demographics: Details screen, with another pie chart detailing the proportions of single adults, single teens, adult couples, teen couples, teen groups, one parent families, and two parent families, as well as the total number of groups in your park.

PARK MENU

MARKETING: You've got to advertise your park to really bring in the crowds! The Marketing screen allows you to place ads in different magazines and newspapers or air commercials on different television channels. Take a look at the demographics for the various advertising and decide what types of individuals you want to attract to the park (and what you can afford). Press left/right on the directional buttons to highlight various ad options and press the ⊗ button to select.

NOTE: You can only run ads in one source at a time. Once a marketing campaign has finished, you can choose another one. You will get a pop-up notice when a marketing campaign is over. Remember, time flies when you're having fun, and a month goes by quickly in Thrillville time.

NOTE: When you begin a new marketing campaign, give it an extra boost by building one or more new rides at the same time. This will attract more of the folks you're trying to reach!

RESEARCH: Allows you to set aside a budget for Mortimer to develop ideas for new rides. If you spend your hard-earned cash on research, you will unlock additional attractions. This screen will show how much has been spent on research and what attractions are next to be developed. Attractions that Mortimer hasn't fully dreamt up yet are shown with a lock icon. The higher your research budget, the faster new rides will be developed. Press left/right on the left analog stick or directional buttons to decrease or increase your monthly research budget, then press the ⊗ button to update the amount.

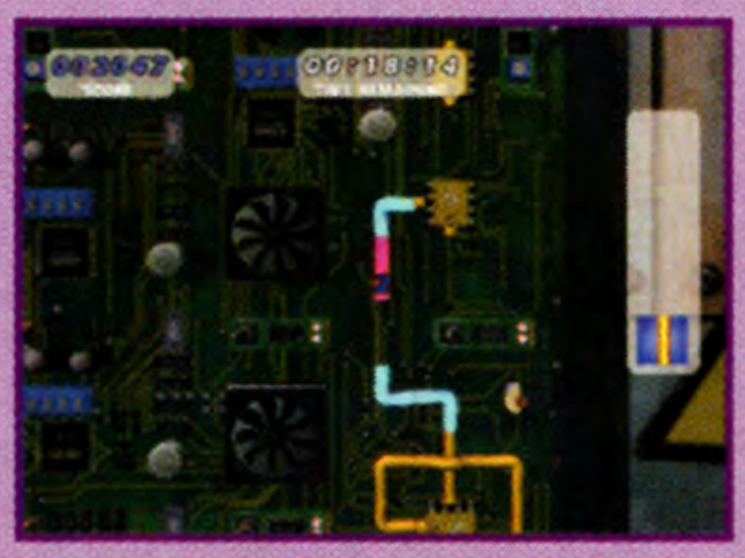
PARK MENU

Staff: Here you can review, train, and hire new staff members: mechanics to repair rides, groundskeepers to clean up, or entertainers to keep your guests happy. Your current staff members are displayed in a window in the center of the screen. Scroll to each one to show their name, wage, position, current location, and training level.

TRAINING PARK STAFF

Each new staff member starts out with a training level of zero (an empty training meter). Increasing your staff's training level will help them do a better job and will improve your park's Cleanliness, Reliability, or Ambience ratings. Highlight a staff member, press down or the ⊗ button and select "Train" to temporarily take control of that staff member, no matter where they are. You can move them to any area of the park and press the ⊗ button to begin training. Each type of staff member has a different training method:

Entertainer: Select one of these talented dancers and move them to any section of your park. Press the ⊗ button to start their routine. Dancers will enter a rhythm mini-game where you will have to press the left analog stick or directional buttons up/down/left/right to aim the arrow at incoming notes and the △, ○, ⊗, and □ buttons to dance in synch with the music. Tap the buttons for short notes or hold them down for long notes. Match the timing of the notes to increase your score. Killer acts will make your guests happy to stay.



Mechanic: Your complex rides and attractions need to be kept in good condition to prevent them from breaking down. Take control of a mechanic and walk up to a ride or game. As you approach it, you will see a pop-up with the attraction's name, the date it was built, and it's Reliability meter. If the meter is green or filled, the attraction is OK. If the meter is red, it needs repair, and if it's empty, the ride or game is broken down. Press the ⊗ button to Fix or Maintain the attraction. The mechanic will open the attraction's service hatch and repair the delicate circuit boards inside. Use the left analog stick or directional buttons to move the cursor, then press the ⊗ button to place components. Complete the broken circuits by using the supplied segments to form a path from the flashing green terminal to the flashing red terminal. Press the △ button to undo the last circuit segment. You have a limited time to repair circuits, but will be granted extra time if you complete circuit paths.

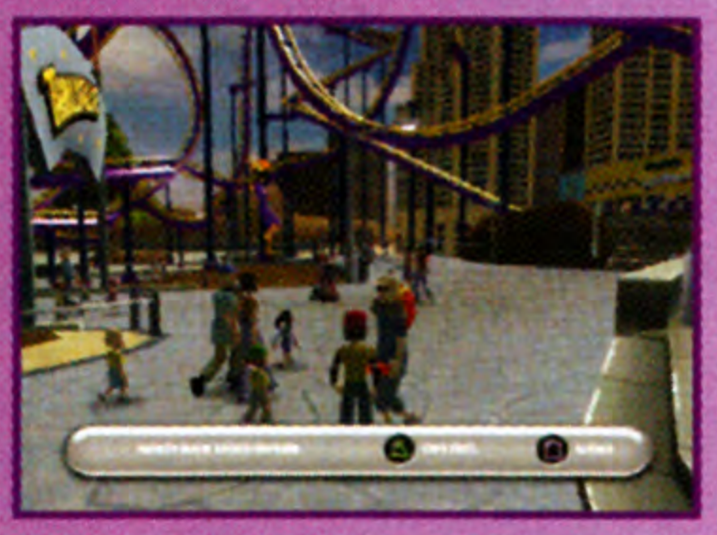
PARK MENU

Groundskeeper: Having all these guests is great, but what a mess they can leave behind! Not to mention that unmentionable stuff near the especially spinney rides… Select one of your groundskeepers when you need to clean up your park. Move to any area of your park and press the ⊗ button to tidy up. Use the left analog stick or directional buttons to move. Use the right analog stick to aim your trusty Blowvac tool at offensive messes. Hold the R1 button to suck garbage into the Blowvac, or hold the L1 button to wash up items. When an item is targeted, your aiming cursor will turn from red to green. Different items are worth various point values. The groundskeeper will have a time limit to pick up or clean a specified number of items. A clean park is a happy park.

When the staff has completed their job, you'll see a results screen with your score – you may get some extra cash for high scores! You will have the option to restart the mini-game, (◉ button) see high scores (■ button), or exit the training (⊗ button) and return to controlling the staff member. Staff members can dash with the ◉ button and pick up misplaced items around your park, but you cannot chat with guests, use attractions, build rides, or access the Park Menu while controlling a staff member. Press the ■ button while controlling a staff member to return to controlling your main character.

Your staff members will slowly pass their training on to other staff of their type. If you have two mechanics, for instance, and train one, the training level of the other mechanic will increase over time. You can speed the process up with some hands-on training.

NOTE: Although using the Staff screen is more efficient, you can also train staff members by approaching them while walking in your park. You will notice a special option box appear at the bottom of your screen if you are near a staff member. Press the ▲ button to control and train staff as noted above.



HIRING AND FIRING

If your staff members can't keep up with your busy park, use the Staff screen to hire more. Press the ◉ button, select the type of staff member you need, then press the ⊗ button to hire. Press the ◉ button again to return to the Staff screen.

While a staff member is selected, select "Fire" to let that staff member go. Hey, life can be tough, even in an amusement park…

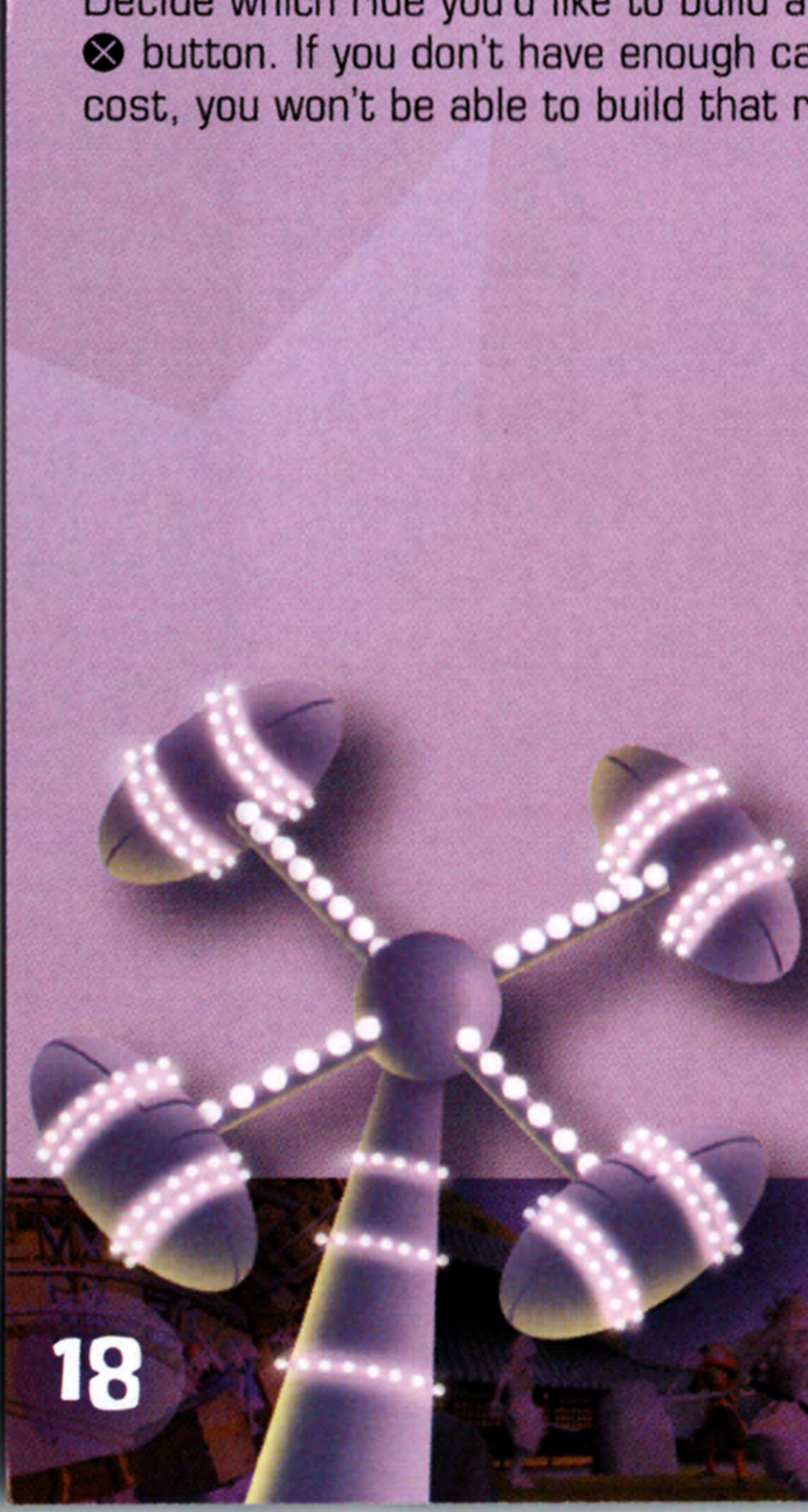
PARK MENU

GRAPHS: For the truly detail-oriented, here you can press left/right on the left analog stick or directional buttons to scroll through charts showing cash minus loan, park value, weekly profit, weekly income, weekly spending, total guests, total adults, total teens, total children, and new guests. Note the trends and plan ahead. You're a fun machine.

BUILD

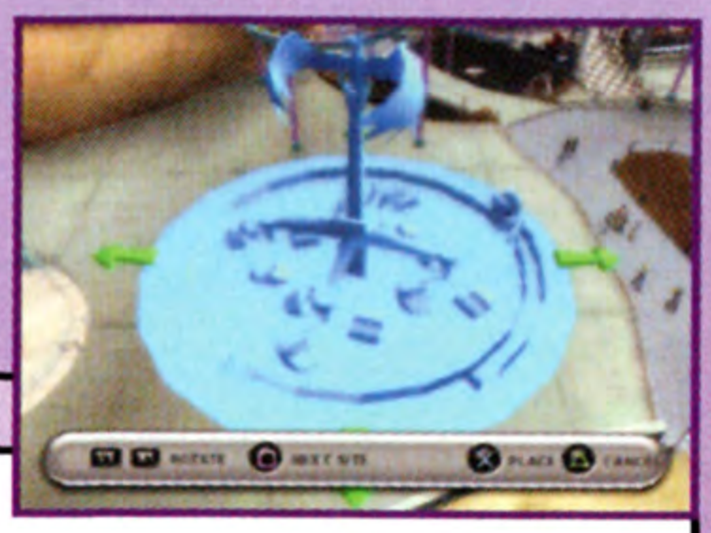
This menu option allows you to choose what type of attraction you would like to add to your park, then allows you to select which open area you would like to place the attraction in. Decide what your park really needs, then use the L2 and R2 buttons to scroll through available locations. It's just like walking up to a Build Zone and using the "BUILD" option, but without the footwork...Whether you walk up to a Build Zone or select "Build" from the Park Menu, the process is the same.

When you select "Build" from the Park Menu, you will see a list of different attractions: Carnival Rides, Coasters, Race tracks, Games, and Stalls. For example, if you select Carnival Rides, a menu of several rides will appear. Press left/right on the left analog stick or directional buttons to highlight the different rides and see information about running cost, building cost, power consumption, size, etc. Decide which ride you'd like to build and press the ⊗ button. If you don't have enough cash to match the build cost, you won't be able to build that ride.



PARK MENU

An outline of the ride will appear in an available Build Zone. If the outline is red, the ride can't be placed. Adjust the position until the ride outline is blue.



RIDE BUILDING CONTROLS

left analog stick	move ride position
right analog stick	left/right: rotate camera up/down: zoom camera in and out
⊗ button	place the ride
△ button	cancel (go back to ride selection menu)
◉ button	move other attractions out of the way to make room for the new ride
R1/L1 button	rotate the ride in position
R2/L2 button	switch to different Build Zones

Placing certain Games and Stalls is just like placing a Carnival Ride.

NOTE: You will generally be able to build only one of each type of ride in a park. If you select a ride and it says "Already Built", try selecting another ride.

NOTE: Each ride and attraction you build consumes a certain amount of power. There is a set power limit for each area in your park, and once you reach your limit, you will no longer be able to build attractions, even if there is open space available. Keep an eye on the Power meter shown in the Build screens – when it empties, construction shuts down.

If you want to change the position or appearance of an attraction after it is placed, you can Edit it (see page 22).

PARK MENU

BUILD A ROLLERCOASTER!

Keep on Track!

Select "Build" from the Park Menu then "COASTERS". You will be presented with the options to "BUY PRE-BUILT" or "BUILD YOUR OWN". Pre-Built designs are based on Mortimer's existing blueprints and are simply dropped in place. Some existing attractions may have to be deleted to fit a pre-built coaster.

Building a coaster from scratch is more challenging – and more fun! Select "BUILD YOUR OWN" to begin construction. Select the type of coaster you'd like to build. Then, use the L1 and R1 buttons to select an available Build Zone for your coaster. Mortimer will offer a hand with some helpful tutorials – select them to learn how to make the wildest rides! Once you're ready, your view will shift to a first-person "on the track" view with the Track Selection Tool in the upper right corner of the screen.

Use the controls listed below to change the shape of the glowing blue track piece directly in front of you.

COASTER CONSTRUCTION CONTROLS

left analog stick or directional buttons	change curve of track in selected direction. Press once for a gentle curve, twice for a moderate curve, and three times for the sharpest curve.
right analog stick	left/right: rotate camera, up/down: zoom camera in/out
⊗ button	place the currently selected track piece and move on to the next
△ button	delete the currently selected track piece
◉ button	toggle camera view near/far to get a better view of your whole coaster
▣ button	hold down the ▣ button and use the L2/R2 buttons to move the selection back and forth between track pieces you've placed. Use this feature to edit previous sections of your track design.
L1 button	hold down to show a menu of Thrill Tracks like loops and barrel rolls. Press left/right on the left analog stick or directional buttons to select a piece and press the ⊗ button to place it.
R1 button	Track Assist – if your coaster has spun out of control, Track Assist might be able to bring it on home. Hold the R1 button and press the ⊗ button to start Track Assist. This tool will attempt to calculate a route back to the starting point. If Track Assist finds a solution, the suggested track solution is shown highlighted in white. Press the ⊗ button to accept the solution or the △ button to reject it. If Track Assist times out without finding a solution, you can press the ⊗ button to have it try again, or press the △ button to cancel and keep designing.
L2 button	bank (tilt) the current track piece to the left
R2 button	bank (tilt) the current track piece to the right

NOTE: Not all track options are available for all coaster types.

PARK MENU

Go nuts and put lots of twists and thrills in your design! If the track piece turns red, it means you're colliding with the ground or another attraction, or you're doing something like building too high or too far from your start point – adjust your design to remain in the realm of possibility.

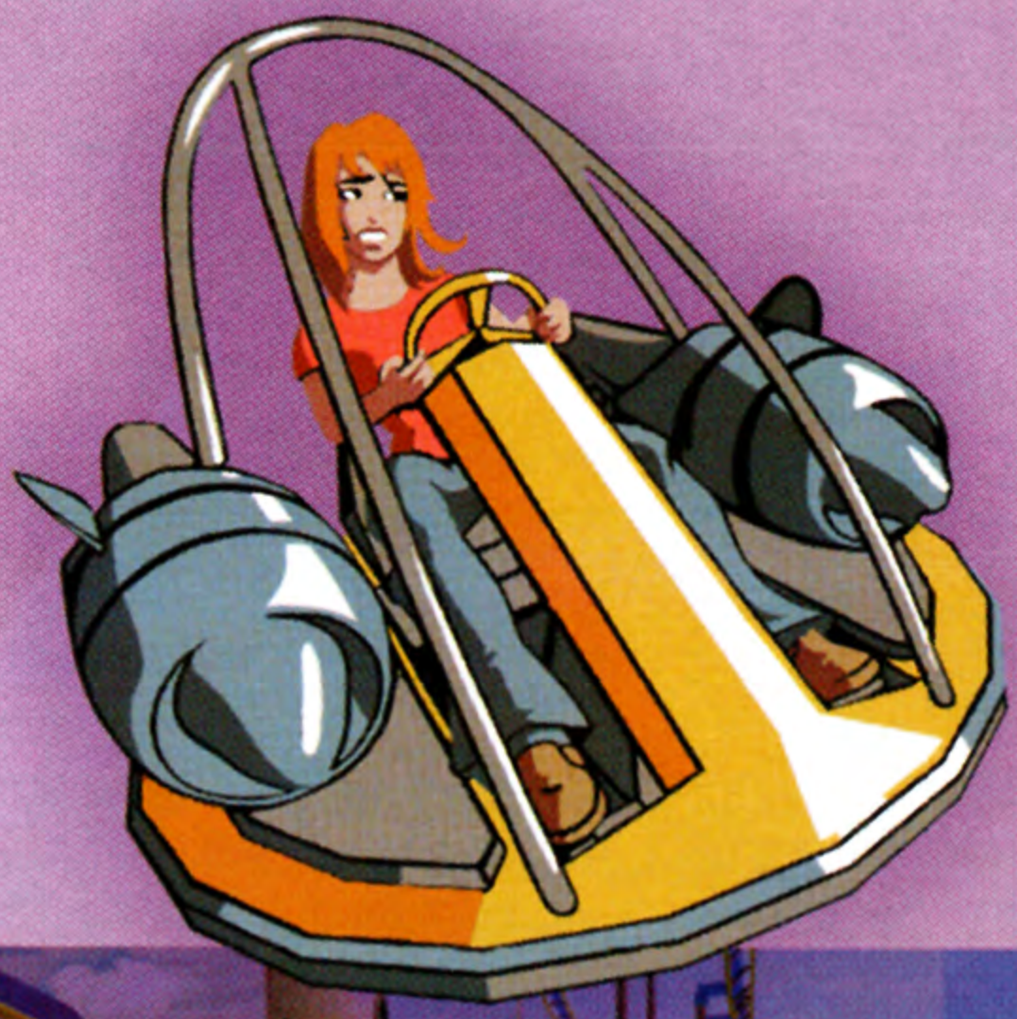
When you've completed your coaster by returning to the starting gate, it's ready to roll! Once your coaster is finished, you will see its stats such as: maximum speed, length, and vertical G-forces.

TRACKED RIDES AND MORE

Building a tracked ride like a go-kart raceway is similar to constructing a rollercoaster. You will be using the Track Selection Tool, but you won't have access to as many options. Even creating a mini-golf course is similar in that you will be selecting and placing different sections. Watch the tutorials for each activity carefully and you'll be making a killer park in no time!

MINI-GOLF CONSTRUCTION CONTROLS

directional buttons	move tee-off location, to complete your hole, press down.
left analog stick	press left/right to change selected piece to a curved, angled or square corner
right analog stick	move camera, hold left/right to change direction of tee-off location
⊗ button	place the currently selected section and move onto the next
△ button	delete the currently selected section
◉ button	brings up stats
◉ button	enter menu of specialty sections such as humps or obstacles
L1/R1 buttons	rotate the camera 90 degrees



PARK MENU

INVENTORY

Select the "Inventory" option from the Park Menu to review and edit attractions. All of the attractions within your park are shown. Press left/right on the left analog stick or directional buttons to scroll through the attractions. The information displayed for each attraction might include: Ticket Price, Capacity, Duration (how long the ride lasts in seconds), Costs, Income, Profit, and number of Customers. There may also be meters showing the levels of Thrill, Skill, and Nausea. For stalls, you will be able to see the Sale Price (of a single item), Stock Cost, Costs, Income, Profit, number of Customers and meters of how the stall's products fulfill Hunger and Thirst or contribute to Nausea. Press the ⊗ button to take a spin on a ride or play the game. Press the ■ button to Edit (see below), or press the △ button to go back to the Inventory menu.

EDITING RIDES

Items you can adjust for a ride (or game) include:

Change Ticket Price: press left/right on the left analog stick or directional buttons to decrease or increase.

Sell: get rid of a ride and get some cash back.

Edit Track: for coasters and tracked rides.

Customize Style: Edit Colors by adjusting the color bars (press left/right on the left analog stick or directional buttons to change, hold the L1 button to change contrast or the R1 button to change brightness). Choose Theme to adjust appearance (press left/right on the left analog stick or directional buttons to change theme). Use the left/right directional buttons to Move Entrance, Move Exit, or Move Queue to make your rides more accessible.

Rename: give a new handle to certain rides.

Move: allows you to reposition your ride.

Edit Advanced Features: change features like the number of loops a ride makes. Certain rides may have other options to change, like the number of cars or the launch speed of a coaster.

Create Blueprint: saves a blueprint of a coaster, mini-golf course or tracked ride, so you can access it from the Main Menu and tweak the design later.

EDITING STALLS

Items you can adjust for a stall include:

Change Sale Price: adjust the sale price of a single item (like a burger).

Sell: get rid of the stall and get some cash back.

Customize Style: Edit Colors as listed for rides above. Choose Theme to adjust appearance. Choose Optionals to add decorative pieces to the stall.

Move: allows you to reposition the stall.

NOTE: The Inventory Menu shows important information about each attraction, such as how many customers have used the attraction, how much it costs to operate each month, and how much profit it has raked in. This information can be very valuable in determining whether to build more of certain attraction types, or sell an attraction to make better use of that space (and cash).

MAP

This screen shows an overall park map with a "YOU ARE HERE" indication. You should be able to clearly see the three main color-coded areas of your current park, along with your location and the location of attractions. Move the cursor to a ride or attraction and press the ⊗ button to show some details on that attraction. Press the ⊗ button again to travel immediately to the attraction or the △ button to cancel. Press the ◉ button to zoom in to one area or zoom out to see the entire map. Press the ▣ button to show map details, allowing you to toggle indicators showing the locations of attractions, staff, and Build Zones. You can even turn on indicators that will show which rides are the most popular and which are making the most money. Highlight the item you would like to display on the map and press the ⊗ button to show or hide its map indicator.

THRILLVILLE

MINI-GAMES

You've worked hard at managing your park. Now it's time to party! Up to four players can join in on the multiplayer mini-game madness! Connect a Multitap (for PlayStation®2) and extra controllers to allow three or four friends to join in the fun.

At the start of each mini-game, a title screen appears. Press the ■ button to see controls for that mini-game, or press the ✕ button to begin.

Select either Party Play or Tourney Mode from the Main Menu.

PARTY PLAY allows you to select a mini-game and jump right into the action. Some mini-games may be locked until you fulfill certain conditions. Press left/right on the left analog stick or directional buttons to rotate the game titles, then press the ✕ button to select a mini-game. Select a difficulty level (easy, normal, or hard). You may be able to select other modes and themes, depending on the mini-game. Each player can press the START button on their controller to join in, then select a character appearance. At the end of the mini-game, you will return to the mini-game selection screen.

TOURNEY MODE allows you to set up a multiplayer tournament, and keeps track of player scores after each mini-game. For all mini-games, player 1 will be using the controller inserted in controller port 1A. Player 1 will make all of the gameplay decisions. Be nice to Player 1. Players 2-4 will be using the other controllers, and can press their START buttons to join in. Select an overall difficulty level and the number of rounds to play (3, 5, or 7). Then use the mini-game selection screen to choose one game for each round. After selecting a mini-game, you may be able to select other options, such as different versions of the mini-game, or Battle or Co-op play (only if you are playing multiplayer). If you are playing with fewer than four players, you can add A.I. (computer) opponents. If you choose to play on teams, you will be able to divide up your teams before you begin. Each player's position and points are shown after each mini-game. At the end of the tournament, the first, second, and third place winners are displayed. Let the gloating begin!

MINI-GAMES

These are just a few of the many mini-games you'll be able to enjoy in your park:

EVENT HORIZON

Take on the galaxy in a blazing space shooter! Use the left analog stick or directional buttons to pilot a space fighter across a dangerous universe filled with enemy craft and hazards. Each spaceship features a different weapon with two distinct firing modes – switch between them with the R1 button and fire with the ⊗ button. Power up your blue energy meter by collecting energy cells from destroyed opponents, then use this energy to fire your ultimate weapon with the L1 button or power up your standard weapons when the meter is full. Hold the ▣ button to charge your weapon, filling the yellow charge meter, then release to unleash. KEEP MOVING!

SHOOTING GALLERY: PROSPECTOR STAKEOUT

The wild west gets wilder when you draw your six-guns for rootin' shootin' gunplay! This old-fashioned attraction features a variety of colorful animatronic characters with targets of various values. Use the left analog stick to move the crosshairs and press the L1 button to fire. Hold the ⊗ button while moving the left analog stick to move the crosshairs quickly. Hit a grouping of targets for a combo score and watch for flying bonus items and surprises. If you're playing against a friend, you can ruin their combos, too. Press the ▣ button to reload before you run out of ammo, or you'll waste time as your empty pistol automatically reloads. Other shooting gallery games have similar controls and gameplay.

SAUCER SUMO

Prepare for futuristic arena battles aboard a spinning saucer! Use the left analog stick or directional buttons to move and the ⊗ button or L1 button to boost. Boost is a handy way of bumping your opponents out of the ring, but don't get carried away, or you'll go off the edge yourself! The boost meter next to your score will fill to let you know when you can boost again. Rack up points for knocking out other saucers and for daring escapes. Randomly appearing pickups might allow you to temporarily freeze your opponents, scramble their controls, enlarge your saucer, or magnetize it. Picking up a powerup can also be hazardous to your health. Play dirty. They will.

SHOOTZONE: ROBOT INVASION

It was bound to happen. The robots are trying to take over the world, and you're humanity's last hope! Or maybe you're in Mortimer's latest mechanized ShootZone. Whatever. Target your enemies and watch out for health and weapon pickups and bonus point canisters. Red bars will appear to the sides of your targeting crosshairs, indicating you are being attacked from that direction. Multiple players will play on split screen. The action continues until time runs out. You can also take out other players. Press the ⊗ button to respawn if you're down.

left analog stick	move character
directional buttons	move character
right analog stick	move camera – left/right to rotate, up/down to look and aim up or down
R3 button	center camera (press down on right analog stick for R3 button)
⊗ button	jump
△ button	toggle crouch
R1 button	fire weapon
L1 button	previous weapon in stock
L2 button	next weapon in stock

TRAMPOLINES: SPOOKY

Bounce to frightful heights as you grab major air! Time your jumps and press the ⊗ button as you hit the tramp to bounce higher. While you're airborne, press the left analog stick or directional buttons up/down to spin (head over heels) and left/right to twirl (like a top). You can even hold the ▢ , △ and ○ buttons to perform sick trick combinations. You'll get major points for mad moves, just make sure to make like a black cat and land on your feet!

CREDITS

Frontier Developments Ltd.

EXECUTIVE PRODUCER
David Braben

PRODUCER
Jonny Watts

LEAD ARTIST
Simon Brewer

LEAD DESIGNER
Justin Rosewell

LEAD ENGINE PROGRAMMER
David Scantlebury

LEAD PROGRAMMER
Oscar Cooper

SENIOR ARTIST
Marc Cox

SENIOR TESTER
Michael Brookes

SYSTEM ARCHITECT
Thomas Morley

ANIMATION TEAM
Neil Hall
Zafer Coban

ART TEAM
Gary Bickmore
Ed Bright
Sam Denney
Ben Dowie
Dariusz Drobnica
Steven Ebsworth
Kevin Gregory
Felix Isley
John Kelly
John Laws
Tjaart Kruger
Ivelina McCartney
Hayden Scott-Baron
Dean Searle
Rob Shoebottom
Martin Squires
Chih-Chieh Wu

AUDIO-VISUAL COORDINATOR
David Murphy

CUT SCENE CGI
AND SOUND EFFECTS
Axis Animation

ENGINE PROGRAMMING
Patrick Byrne
Tom Clapham
Phillip Dexter
Matthew Halpin
Peter Halpin
Tim Hughes
Matthew Hunter
Alex Jakes
Greg King
Jon Lewis
Sergei Lewis
Simon Littlejohns
Stefan Mars
Ruari O'Sullivan
Jon Travers
Gavin Wood

GUI ARTIST
Ben Dowie

IN-GAME MUSIC AND SFX
Alistair Lindsay

LEVEL AND GAME DESIGN
Charlie Bewsher
Colin Davis
Stuart 'Felix' Fraser
Dan Gould
Michael Michael

LICENSED ORIGINAL MUSIC
Al Lindsay
Eckhardt Consulting

ADDITIONAL MUSIC BY
Bradley Royds

PROGRAMMERS
John Bichard
Howard Chalkley
James Chilcott
Ian Collinson
Andrew Fray
Andrew Gillett
Ian Hawkins
Steven Kitson
Stephen Moorhouse
Harpreet Nanra
Peter Parkin
Andrew Scott
Matthew Simper
Christopher Swetenham
Ian Taylor
Andrew Thomas
Michael Ttoouli

RIDE SOUND
EFFECT ASSISTANCE
Peter Gent
Adrian Fife

SCRIPT WRITERS
Cameron Suey
Danny Chun
David Collins
Greg Quinones
KC Coleman
Jesse Harlin
Joe Acedillo
Jonny Rice
Julian James
Ryan Adza
Shara Miller

ADDITIONAL WRITING
Bryan Howell

TESTING
Natalie Amos
Simon Brace
Colin Davis
Adrian Fife
Peter Gent
Wayne Marx
Michael Michael
Stephen Tuffery
Craig Green

VO RECORDING
Mann Music

MANAGING DIRECTOR
David Walsh

FRONTIER REPRESENTATION
Jacqui Lyons of Marjacq Micro

LucasArts Entertainment
A Division of Lucasfilm Ltd.

LUCASARTS

VP PRODUCTION
Peter Hirschmann

EXECUTIVE PRODUCER
Darren Atherton

PRODUCER
Shara Miller

ASSOCIATE PRODUCER
Dave Cerra

ASSISTANT PRODUCER
K.C. Coleman

LOCALIZATION PRODUCER
Marianne Monaghan

INTERNATIONAL
PRODUCTION LEAD
Cameron Suey

INTERNATIONAL
PRODUCTION ASSISTANT
Ken Balough

TECHNICAL DIRECTOR
Jon Williams

PROGRAMMERS
Ben Morse
Colin Carley
David Farquharson
Jeff Reitman
Leslie Von Pischke
Peter Giokaris
Ted Hung
Todd Powers

GUI ARTIST
Greg Harsh

THRILLVILLE™ CREDITS

LEAD TESTER
Joe Acedillo

ASSISTANT LEAD TESTERS
Gregory Quinones

PARK RADIO DESIGN
David W. Collins

MUSIC SUPERVISOR
Jesse Harlin

ORIGINAL SONGS BY:
Jesse Harlin
David W. Collins

"Whiplash" by Monkeynaught
Written and Produced by Jesse Harlin and David W. Collins
at the LucasArts Recording Studio – San Francisco, CA
Vocals – Jesse Harlin
Drums, Bass, Guitars – David W. Collins
Guitar Solos – Ric Wilson
Engineered by Harrison Deutsch, Jesse Harlin and David W. Collins
Mixed by David W. Collins
Mastered by John Cuniberti at Plant Mastering – Sausalito, CA

"Emo Skater Girl" by Mozingo
Written and Produced by Jesse Harlin and David W. Collins
at the LucasArts Recording Studio – San Francisco, CA
Vocals – Jesse Harlin
Drums, Bass, Guitars – David W. Collins
Engineered by Harrison Deutsch, Jesse Harlin and David W. Collins
Mixed by David W. Collins
Mastered by John Cuniberti at Plant Mastering – Sausalito, CA

"Dr Kunkle's Funnkel Cake" by Father Torque
Written, Arranged and Produced by Jesse Harlin and David W. Collins
at the LucasArts Recording Studio – San Francisco, CA
Drums – Jim Diaz
Funk Bass, Guitar, Lead Vocals – David W. Collins
Background Vocals (the "Funnkettes") – Jesse Harlin
Hammond Organ, Clavinet – Ben Patterson
Trumpets - Bill Ortiz (lead), Michael Olmos
Saxaphone – Joe Cohen
Engineered by Harrison Deutsch, Jesse Harlin,
Jim Diaz,
David W. Collins
Mixed by David W. Collins
Mastered by John Cuniberti at Plant Mastering – Sausalito, CA

"Loop It" by 80-HD
Written and Produced by Jesse Harlin and David W. Collins
at the LucasArts Recording Studio – San Francisco, CA
Lead Vocals – CJ Nord
Background Vocals – Julissa L. Aguirre
Electric Piano – Ben Patterson
Drums – Jim Diaz
DJ Scratches – Ryan Harlin
Engineered by Harrison Deutsch, David W. Collins, Jesse Harlin, Jim Diaz
Mixed by David W. Collins
Mastered by John Cuniberti at Plant Mastering – Sausalito, CA

ADDITIONAL MUSIC COMPOSITION:
Mark Griskey
David Levison
Peter McConnell
Michael Land
Anna Karney
Michael Giacchino
Clint Bajakian
Chris Tilton

VOICE DIRECTORS
Will Beckman
David W. Collins
Darragh O'Farrell

LEAD VOICE EDITOR
Cindy Wong

VOICE EDITORS
Harrison Deutsch
Julian Kwasneski

Cast

Andrew Chaiken
DISC JOCKEY

Benjamin Bryan
CHILD MALE 2

Branden Lemasters
CHILD MALE 1

Brett Pels
ADULT FEMALE 3

Brian Greene
UNCLE MORTIMER

Christy Moreau
ADULT FEMALE 1

CJ Nord
SINGER

Courtney Burness
PLAYER CHARACTER
CHILD FEMALE

David W. Collins
SINGER

Drew Bell
ADULT MALE 3

Dylan Snyder
TEEN MALE 3

Eric Nelson
TEEN MALE 1

Frannie Mouser
CHILD FEMALE 3

Heather Hogan
TEEN FEMALE 1

Jesse Harlin
SINGER

Jessica Cannon
PLAYER CHARACTER
TEEN FEMALE

John DeVito
PLAYER CHARACTER
CHILD MALE

Jon Curry
ADULT MALE 2

Julissa L. Aguirre
SINGER

Kath Soucie
ADULT FEMALE 2

Lauren Dennis
CHILD FEMALE 1

Matt Labyorteaux
ADULT MALE 1

Matthew Gumly
CHILD MALE 3

Natalie Lander
TEEN FEMALE 3

Patrick Dorn
TEEN MALE 3

Pierce Cravens
PLAYER CHARACTER
TEEN MALE

Rachel Fox
CHILD FEMALE 2

Shanelle Workman
TEEN FEMALE 2

AUDIO DEPARTMENT MANAGER
Darragh O'Farrell

CREDITS

QA SUPERVISOR
Toby Mast

SENIOR LEAD TESTER
John Buzolich

QA TESTERS
Adam Goodwin
Clay Norman
Jeff Diaz
Jonny Rice
Julian James
Hugh Moore
Phil Berry
Ryan Adza
Seth Benton

QUALITY SERVICES HARDWARE TECHNICIAN
John Carsey

DATABASE DESIGNER
Leah Brooks

COMPLIANCE SUPERVISOR
David Chapman

LEAD COMPLIANCE TESTER
Jason Wick

ASSISTANT LEAD COMPLIANCE TESTERS
Chris Navarro
Sarah Cherlin

COMPLIANCE TESTERS
Cameron Pinard
Don Berger
Taek Yun

MASTERING LAB SUPERVISOR
Jay Geraci

MASTERING LAB
Eric Rauch
Scott Taylor

PRODUCT SUPPORT
Jason Smith

Additional Testing by Babel Media

BABEL SENIOR PROJECT MANAGER
Emma Timms

BABEL PROJECT MANAGER
Garry Mullett

BABEL QA MANAGER
Paul Magor

BABEL QA COORDINATORS
Alexa Bentley
Costas Pexos
Julian Mower
Sebastien Couture

BABEL TESTERS
Adelle Keys
Alexandre Lescouflair
Brandon Campbell
Brian Lee
Colin Coughlan
Dave Bikadoroff
Diane Ng
Edward Eidinger
Eric Doche
Erik Niezen
Francois Beauvais
Guillaume Duval
Guillaume Martin
Hugo Desmeules
Jakob Kozanecki
James Enright
Jeromie Williams
Julie Boudrias
Kaki Wong
Kennetha Story
Kevork Sulukdjian
Leslie Chartier
Martin Gelgoot
Martin Thibault
Matthew Woods
Naila Hadjas
Nathaniel Leu
Nick Metaxas
Philippe Daigle
Ryan Osborne

BABEL LOCALIZATION MANAGER
Jean-Sébastien Ferey

BABEL AUDIO MANAGEMENT TEAM
Adam Chapman
Sergio Massabò

BABEL LOCALIZATION TRANSLATORS
Annalisa di Stasi
Ben Bazounguissa
Christina Antoniou
Claude P. Esmein
Claudio Bisceglia
Claudio Collova
Diana Díaz Montón
Eric Holweck
Flavia Poggio
Hans Breuer & Stefan Hahn
Lara Ferrulli
Laurence Maheo & Isabelle Simon
Mark Pendry
Simona Caldera
Sonia Vasconcelos
Ulrich Muehl & Andrea Buck

PRESIDENT
Jim Ward

EXECUTIVE ASSISTANT TO THE PRESIDENT
Erin Haver

VICE PRESIDENT OF FINANCE
Kevin Weston

VICE PRESIDENT OF GLOBAL SALES AND MARKETING
Nancy MacIntyre

DIRECTOR OF GLOBAL MARKETING
Kevin Kurtz

PRODUCT MARKETING MANAGER
Gavin Leung

MARKETING COORDINATOR
Yelena Kozlova

DIRECTOR OF GLOBAL SALES
Kevin Kebodeaux

SALES AND CHANNEL MARKETING
Kristina Landies
Lauren Short
Mike Maguire
Sandee Ferrara

DIRECTOR OF GLOBAL PUBLIC RELATIONS
Jaime Rupert

SENIOR PUBLIC RELATIONS MANAGER
Adam Kahn

PUBLIC RELATIONS MANAGER
Alexis Mervin

SENIOR STUDIO PUBLICIST
Hadley Fitzgerald

STUDIO PUBLICIST
Chris Baker

SENIOR DIRECTOR OF PRODUCTION SERVICES
Atsuko Matsumoto

OPERATIONS
Evelyne Bolling

DIRECTOR OF CONSUMER INSIGHTS
Sean Denny

CONSUMER INSIGHTS SPECIALIST
Elina Schop

STUDIO COORDINATORS
Elyse Regan
Eric Knudson
Mette Adams

IT OPERATIONS
Akira Hiyama
Billy Mitchell
Bob Thomas
Brad Grantham
Brendan Lloyd
Brian Wong
Chad Williams

THRILLVILLE

CREDITS

Dylan Coates
Fisher Key
Gio Tenorio
Greg Millies
Heather Austin
Jill Thomas
Jim Carpenter
John Trappey
John von Eichhorn
Johnson Ng
Josh Bailey
Kevin Clark
Lee Mehelis
Mark Kayfez
Matt Gallagher
Melanie Jacobson
Mike Potoczny
Peter Hricak
Phillip Lacey
Randy Severson
Rich Murillo
Richard Quinones
Rick Tuckness
Robert Jordan
Robert Santos
Sandra Baron
Tony Tran
Victor Tancredi-Ballugera
Wes Anderson

MANUAL DESIGN
Studio QED, Inc.

BUSINESS AFFAIRS
Chris Holm
John Garrett
Seth Steinberg
Carole Vandermeyde
Anne Marie Hawkins

SPECIAL THANKS
Greg Knight
Paul Pierce
Greg Harsh
Sandee Ferrara
Mike Maguire
The Coleman family and all my friends. Love you VMP!
Daniel Wick
The abstract force of entropy
Special Thanks to Newfoundland for Susan!
Anna Pearman and family, and the Rice family.
Lord Norman thanks Mom, Tia, Shelley, and Paige.
The Quiñones, Cordova, Mora, Quartermane, Herman, Martell, and Hershey families.

For the wacky Acedillo's and DUH - Life is a Rollercoaster!
Al Goldsmith: Thank you, always, for your patience and love.
Amanda Yaste
Adam Elman
Patrick Neschleba
Matthew Cornwell
Mike Pappas at Sennheiser USA
Dan Large
Eric Antanavich
The Millers and The Cavanaughs

VERY SPECIAL THANKS
George Lucas

HOW TO CONTACT LUCASARTS

LucasArts has set up a variety of services to provide you with information regarding our programs, hints, gameplay assistance, and technical support.

WHERE TO FIND US ONLINE

You can visit the LucasArts Web site at www.lucasarts.com. From there you can access the Support area where you will have the option to receive online technical support through Yoda's Help Desk, browse technical documents, or leave a message for an online representative. The Support section of the LucasArts Web site also features community based Technical Support Forums where you can find the latest game support information, discuss technical issues and obtain assistance from other users.

YODA'S HELP DESK

We are proud to feature Yoda's Help Desk, an interactive knowledge base, which is available in the Support section of the LucasArts Web site at http://support.lucasarts.com. Yoda's Help Desk offers solutions to technical issues based on information you provide. Visitors to Yoda's Help Desk will be able to receive technical support 24 hours a day, seven days a week. If Yoda's Help Desk is unable to provide you with a solution to your problem, you will be given the option to submit an e-mail message to an online representative.

TECHNICAL SUPPORT MAILING ADDRESS

LucasArts, a division of Lucasfilm Ltd.
P.O. Box 29908
San Francisco, CA 94129
Attn.: Product Support

LUCASARTS COMPANY STORE

You can also visit our secure online store at http://store.lucasarts.com. The Company Store offers a complete selection of LucasArts games, hint books and logo merchandise.

zLib The zlib data compression library - copyright © 1995-2005 Jean-loup Gailly and Mark.
Information on zlib can be found at www.zlib.net.

Lua The Lua programming language V5 - copyright © 1994-2006 Lua.org.
Information on Lua can be found at www.lua.org.

SOFTWARE LICENSE AND LIMITED WARRANTY

PLEASE READ THIS LICENSE CAREFULLY BEFORE INSTALLING OR OTHERWISE USING THE SOFTWARE. BY INSTALLING OR OTHERWISE USING THE SOFTWARE, YOU ARE AGREEING TO BE BOUND BY THE TERMS OF THIS LICENSE. IF YOU DO NOT AGREE TO THE TERMS OF THIS LICENSE, DO NOT INSTALL OR USE THE SOFTWARE AND PROMPTLY RETURN THIS PACKAGE AND ITS CONTENTS TO THE PLACE OF PURCHASE FOR A REFUND OR EXCHANGE SUBJECT TO THE RETURN POLICY OF THE RETAILER.

The computer program, artwork, music, printed materials, on-line or electronic documentation, and other components included in this product and all copies of such materials as such as may be modified or updated (collectively referred to as the "Software"), are the copyrighted property of LucasArts, a division of Lucasfilm Entertainment Company Ltd. and/or its affiliated entities or divisions, and its licensors (collectively referred to as "LucasArts" or "Publisher"). The Software is non-exclusively licensed (not sold) to you, and LucasArts owns and/or controls all copyright, trade secret, patent and other proprietary rights in the Software. LucasArts may make improvements or updates to the Software at any time and with or without notice to you, which may be automatically downloaded into the memory card(s) used in connection with the Software. Such updates or improvements may change the game play associated with the Software.

Subject to the terms and conditions of this Agreement, you may use the Software, solely for your personal use and only in connection with a PlayStation®2 computer entertainment system. You may not circumvent or attempt to circumvent any technological measures in the Software or the media designed to prevent copying or unauthorized access.

All rights not specifically granted under this Agreement are reserved by LucasArts and, as applicable, their licensors. You may not: (1) copy the Software in its entirety onto a hard drive or other storage device and you must run the Software from the included Digital Versatile Disc ("DVD"); (2) distribute, rent, lease or sublicense all or any portion of the Software; (3) modify or prepare derivative works of the Software, except as otherwise may be allowed herein; (4) transmit the Software over a network, by telephone, or electronically using any means, or permit use of the Software, in a network, multi-user arrangement or remote access arrangement except in the course of your network multiplayer play of the Software over authorized networks in accordance with its documentation; (5) engage in matchmaking for multi-player play over unauthorized networks; (6) design or distribute unauthorized levels; (7) reverse engineer the Software, derive source code, or otherwise attempt to reconstruct or discover any underlying source code, ideas, algorithms, file formats, programming or interoperability interfaces of the Software by any means whatsoever, except to the extent expressly permitted by law despite a contractual provision to the contrary, and then only after you have notified LucasArts in writing of your intended activities; (8) remove, disable, or circumvent any proprietary notices or labels contained on or within the Software; (9) export or re-export the Software or any copy or adaptation thereof in violation of any applicable laws or regulations; or (10) commercially exploit the Software, specifically at any cyber café, computer gaming center or any other public site without first obtaining a separate license from LucasArts (which it may or may not issue in its sole discretion) for such use, and LucasArts may charge a fee for any such separate license.

You may transfer the Software, but only if the recipient agrees to accept and be bound by the terms and conditions of this Agreement. If you transfer the Software, you must transfer all components and documentation. Your rights in and to this license are automatically terminated if and when you transfer the Software.

LucasArts warrants to the original consumer purchaser only that the media furnished in this Software will be free from defects in materials and workmanship under normal use for a period of ninety (90) days from the date of purchase (as evidenced by your receipt). If the media furnished in this Software proves to be defective, and provided that the original consumer purchaser returns the media to LucasArts in accordance with the instructions in this paragraph, LucasArts will replace the defective media: (a) free of charge to the original consumer purchaser, if the media proves to be defective within the ninety (90) day period following the date of purchase, or (b) for a fee of $15.00 (all references herein are to United States dollars) per DVD if the media proves to be defective after the expiration of the ninety (90) day warranty period, provided that the request is made within a reasonable time from purchase, and LucasArts continues to distribute the DVD commercially. To obtain a replacement DVD please return the defective DVD only, postage prepaid, to LucasArts, a division of Lucasfilm Entertainment Company Ltd., P.O. Box 29908, San Francisco, CA 94129, accompanied by proof of date of purchase, a description of the defect, and your name and return address, as well as a check for $15.00 per DVD made payable to LucasArts if after expiration of the warranty period. LucasArts will mail a replacement to you. In the event that the Software is no longer available, LucasArts retains the right to substitute a similar product of equal or greater value. This warranty is not applicable and shall be void if the defect has arisen through abuse, mistreatment, neglect, or from normal wear and tear. LucasArts has no obligation to provide support, maintenance, upgrades, modifications or new releases under this Agreement.

THRILLVILLE

SOFTWARE LICENSE AND LIMITED WARRANTY

You expressly acknowledge and agree that use of the Software is at your sole risk. Except for the limited ninety (90) day warranty on the media set forth above, the Software and any related documentation or materials are provided "AS IS" and without warranty of any kind. LUCASARTS EXPRESSLY DISCLAIMS ALL WARRANTIES, EXPRESS AND IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. LUCASARTS DOES NOT WARRANT THAT THE FUNCTIONS CONTAINED IN THE SOFTWARE WILL MEET YOUR REQUIREMENTS, THAT THE OPERATION OF THE SOFTWARE WILL BE UNINTERRUPTED OR ERROR-FREE, OR THAT DEFECTS IN THE SOFTWARE WILL BE CORRECTED. LUCASARTS SHALL ALSO NOT BE LIABLE FOR ANY DELAYS, SYSTEM FAILURES OR SYSTEM OUTAGES WHICH MAY, AFFECT ONLINE GAME PLAY OR ACCESS THERETO. LUCASARTS RESERVES THE RIGHT TO DISCONTINUE MAKING THE SERVER AVAILABLE (AND YOUR ABILITY TO PLAY THE GAME) AT ANY TIME AND FOR ANY REASON.THE ENTIRE RISK AS TO THE RESULTS AND PERFORMANCE OF THE SOFTWARE IS ASSUMED BY YOU, AND YOU (AND NOT LUCASARTS) ASSUME THE ENTIRE COST OF ALL SERVICING, REPAIR AND/OR CORRECTION. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF IMPLIED WARRANTIES, SO THE ABOVE EXCLUSION MAY NOT APPLY TO YOU.

UNDER NO CIRCUMSTANCES INCLUDING NEGLIGENCE, SHALL LUCASARTS, OR ITS DIRECTORS, OFFICERS, EMPLOYEES, LICENSORS, LICENSEES OR AGENTS, BE LIABLE TO YOU FOR ANY INCIDENTAL, INDIRECT, SPECIAL OR CONSEQUENTIAL DAMAGES (INCLUDING DAMAGES FOR LOSS OF BUSINESS PROFITS, BUSINESS INTERRUPTION, LOST DATA, LOSS OF BUSINESS INFORMATION, AND THE LIKE) ARISING OUT OF THE POSSESSION, USE, OR MALFUNCTION OF THIS PRODUCT, INCLUDING WITHOUT LIMITATION, DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF LUCASARTS OR A LUCASARTS AUTHORIZED REPRESENTATIVE HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES OR LOSS. SOME JURISDICTIONS DO NOT ALLOW THE LIMITATION OR EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

YOU AGREE THAT THE LIABILITY OF LUCASARTS ARISING OUT OF ANY KIND OF LEGAL CLAIM (WHETHER IN CONTRACT, TORT, OR OTHERWISE) WILL NOT EXCEED THE AMOUNT YOU ORIGINALLY PAID FOR THE USE OF THE SOFTWARE. YOU AGREE TO WAIVE ANY RIGHT TO EQUITABLE RELIEF, INCLUDING, WITHOUT LIMITATION, ANY INJUNCTIVE RELIEF, TO ENFORCE THE TERMS HEREOF. THE PARTIES ACKNOWLEDGE THAT THE LIMITATIONS OF LIABILITY IN THIS AND OTHER PROVISIONS OF THIS AGREEMENT AND THE ALLOCATION OF RISK HEREIN ARE AN ESSENTIAL ELEMENT OF THE BARGAIN BETWEEN THE PARTIES, WITHOUT WHICH LUCASARTS WOULD NOT HAVE ENTERED INTO THIS AGREEMENT. LUCASARTS' PRICING REFLECTS THIS ALLOCATION OF RISK AND THE LIMITATION OF LIABILITY SPECIFIED HEREIN.

THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS DEPENDING ON THE LAWS IN YOUR STATE.

This Agreement is governed in all respects by the laws of the State of California as such laws are applied to agreements entered into and to be performed entirely within California between California residents, and you hereby consent to personal jurisdiction in California. This Agreement will not be governed by the United Nations Convention on Contracts for the International Sale of Goods, the application of which is expressly excluded. You and LucasArts each agree that any claim or controversy arising out of this Agreement or the Software shall be settled by expedited binding arbitration in accordance with the rules of the American Arbitration Association. Such arbitration shall take place in Marin County, California, and you waive any claim that such forum is inconvenient. Any such claim or controversy shall be arbitrated solely on an individual basis and shall not be consolidated with a claim of any other party. The arbitrator may not change the terms of this Agreement. The arbitrator may award injunctive or other equitable relief to enforce the terms hereof; provided, however, that no injunctive or equitable relief may be awarded that would enjoin or impair LucasArts' rights or ability to distribute or otherwise market, advertise, promote or exploit the Software. If it is judicially determined that any claim or controversy arising out of or related to this Agreement or the Software cannot be settled by expedited binding arbitration as noted above, then you agree that any such claims or controversies shall be brought and maintained in the state courts located within the County of Marin, State of California or the federal courts of the Northern District of California, and you waive any claim that either such forum is inconvenient. The foregoing shall not preclude LucasArts from seeking any injunctive or other relief for protection of LucasArts' intellectual property rights or similar rights in any court of competent jurisdiction. Because LucasArts would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that LucasArts shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as LucasArts may otherwise have under applicable laws. The prevailing party in any action to enforce this Agreement shall be entitled to recover costs and expenses including, without limitation, reasonable attorney's fees. LucasArts shall have the right, but not the obligation, to defend or settle, at its option, any action or proceeding arising from a

claim that your permitted use of the Software infringes or misappropriates any patent, copyright, or other ownership of a third party. You agree to provide LucasArts with written notice of any such claim within ten (10) business days of your first knowledge thereof and to provide reasonable assistance in the defense of such claim. LucasArts shall have sole discretion and control over the defense or settlement of such claim, unless it declines to defend or settle such claim, in which case you are free to pursue such course of action as you reasonably determine. LucasArts is under no obligation hereunder to indemnify or hold you harmless with respect to any actions, proceedings or claims. In the event of such a claim, or if LucasArts believes such a claim is likely, LucasArts may: (i) procure for you the right to continue using the Software; (ii) modify the Software so that it becomes non-infringing; or, (iii) terminate this Agreement. You agree to comply with any court judgment or other conditions imposed on you or LucasArts as a result of an allegation of patent or copyright infringement (whether by court order, agreement or otherwise), whether or not such judgment or conditions contradict the conditions of this Agreement, including without limitation, ceasing use of the Software.

If any provision of this Agreement is held to be invalid or unenforceable, such provision shall be struck and the validity and enforceability of the remainder of this Agreement shall in no way be affected or impaired thereby and such provision shall be enforced to the maximum extent possible so as to effect the intent of the parties and shall be reformed without further action by the parties to the extent necessary to make such provision valid and enforceable. LucasArts' failure to act with respect to a breach by you or others does not waive LucasArts' right to act with respect to subsequent or similar breaches, nor will any single or partial exercise of any right hereunder preclude further exercise of any other right hereunder. This Agreement sets forth the entire understanding and agreement between you and LucasArts with respect to the subject matter hereof. Except as provided herein, this Agreement may not be amended except in a writing signed by both parties; provided, however, that LucasArts has the right, without notice and/or without a writing signed by both parties, to amend this Agreement in connection with any modifications or updates to the Software.

The license term shall commence as of the date you install or otherwise use the Software. You may terminate this license by disposing of the Software. Without prejudice to any other rights of LucasArts, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of the Software and all its component parts. Your disposal or destruction of the Software and any component parts must be done in accordance with applicable law. Except for the license granted herein and as expressly provided herein, the terms of this Agreement will survive termination.

If the Software is acquired under agreement with the U.S. government or any agency or instrumentality thereof, it is acquired as "commercial computer software" subject to the provisions hereof, as specified in 48 CFR 12.212 of the FAR and, if acquired for Department of Defense (DoD) units, 48 CFR 227-7202 of the DoD FAR Supplement, or sections succeeding thereto.

LucasArts and the LucasArts logo are registered trademarks of Lucasfilm Ltd. © 2006 Lucasfilm Entertainment Company Ltd. and Frontier Developments Ltd. and ® or TM as indicated. All rights reserved.

This game and manual are each a work of fiction. All of the characters, events, locations, logos, and entities portrayed in this game are fictional. Any resemblance to real persons, living or dead, or actual events, is purely coincidental.

LucasArts, a division of
Lucasfilm Entertainment Company Ltd.
P.O. Box 29908
San Francisco, CA 94129

LEGO®

STAR WARS® II

THE ORIGINAL TRILOGY

AVAILABLE NOW!

BUILD AND BATTLE THROUGH THE ORIGINAL TRILOGY!

Play through a fun *Star Wars* galaxy that combines the endless customization of LEGO® with the epic story from *Star Wars* Episodes IV-VI.

BUILD AND RIDE VEHICLES
Build and ride classic *Star Wars* vehicles and get in and out to explore!

MIX AND MATCH CHARACTERS
Create and customize your own playable *Star Wars* characters in millions of different ways.

PLAY WITH A BUDDY
Drop-In/Drop-Out Co-Op lets a friend join in or leave at any time, in any level.

EVERYONE 10+
Cartoon Violence
Crude Humor
ESRB CONTENT RATING www.esrb.org

t2 games

LUCASARTS

LucasArts and the LucasArts logo are registered trademarks of Lucasfilm Ltd. LEGO *Star Wars* II © 2006 Lucasfilm Entertainment Company Ltd. or Lucasfilm Ltd. and ® or TM as indicated. All rights reserved. LEGO, the LEGO logo and the Minifigure are trademarks of The LEGO Group. © 2006 The LEGO Group. Thrillville © 2006 Lucasfilm Entertainment Company Ltd. and Frontier Developments Ltd. "PlayStation", "PS" Family logo and "PSP" are registered trademarks of Sony Computer Entertainment Inc. Memory Stick Duo(TM) may be required (sold separately).

4043502